

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Owners of Projection Televisions

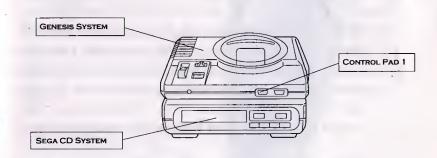
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

STARTING UP: HOW TO USE YOUR SEGA CDTM

- 1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1.
- Turn the system ON. The Sega-CD animated display will appear. If nothing appears on screen, turn the system OFF and make sure it is set up correctly.
- 3. Press Button C on the Control Pad, and the on–screen Control Panel will appear. Use the D-Button to select **EJECT** and press Button C to open the CD tray.
- 4. Place the *Dark Wizard* disc in the CD tray and press Button C. The CD tray will close, and CD-ROM will appear on the Control Panel.
- 5. Use the D-Button to move the cursor onto **CD-ROM** and press Button C. The opening screens of the game will appear.
- 6. If you wish to stop a game or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.



FOR GAME PLAY ASSISTANCE, CALL 1-415-591-PLAY.

The Darkness Beyond The Night...

In a more peaceful time, the Grand Wizard Gilliam was the espirit of the dark god Arliman. Gilliam was the gratest of wizards and trained many disciple, the best of whom was the master apprentice Velonese But Velonese betrayed the principles of best training and began practicing forbidden spells.

Hearing about this, Gilliam summoned Velonese and imposed a severe purishment on him. Velonese was cast under a spell of



immortality and banished to the island of Viosaia where he was to guard the Jewel of Darkness for all time.

Although Arliman was trapped in the Jewel of Darkness, the evil of his being emanated from the jewel and tainted Velonese. Three hundred years of solitude twisted Velonese and made him hungry for revenge on Gilliam and Cheshire, the very world he was charged to keep safe from Arliman.

Velonese used his forbidden knowledge to summon four elemental demons from his own body



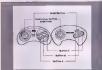
and ordered them to wage war on Chesture while he made preparations to break the seal on the Lowel of Darkness and free Arliman. The four demons gathered unto themselves creatures of evil and swept across Cheshire, destroying kinguous and armies with their overwhelming power.

The kingdom of Quentin is the last stronghold of the power of light in all of Cheshire. King Wynrick VIII waged a desperate battle to force the dark troops back, but he himself was killed in the battle. Cheshire desperately needs a successor to come forward and lead the last warriors of light against the four elemental demons and eventually against Velonese himself. If the dark wizard Velonese cannot be stopped in time, he will break the seal on the jewel and free Arliman.

And darkness will spread over Cheshire.

And night will rule—eternally.

Take Control!



- Directional Button (D-Buston)

 Directs herblachier as selection accress.
- Directs begingher at selection accepts
 Directs Hex (Hexagon) merker in battle screens
 Directs the map guide arrow on the map of Chenhare
- Cycles through commands/stems/spitions lists
 - Start Butten

 Opens and closes the Buy/Sell wandow in castles

 Opens and closes the Disease Name acress
 - Button A

 Dipplays view options in the buttlefield screen
 - Patter 8
 - Cancels relections
 - Button C

 Selects highlighted communits/liters/options

 Displays characters' buttle options to battlefield across
 - Note: Buttons X, Y and Z on the 6-Button Cnetral Fed have no functions in this game.

select arrow to an option and pressing Suston C.

Getting Started

After you turn in your Sega CO, the Sega lingo appears, followed by the slony of the Dark Wissed, Press Start to see the Gaine Meas.



Starting a New Adventure

If you added NEW GAME, you must pike one of the four characters who will act as Rules of Chenhite and heave Velowee's dark army likely Rules Region the hartle wirth a different amount of gold and Magic Potals and can summon different types of roops and momenter. Tick your Rules from the list by accuraing through the choices with the choices with

Character, posse Batton C to select him or her, and the difficulty level

The EASY game starts you off with more troops and more time (among, other benefits) while NOBMAL puts you in the thick of battle when all is blankest. Move the select arrow and press flatton C to select:

Next, choose to start the game, change the name of your Ruler or return to the Rules select screen to reselect. Make your choice by moving the

.....

Ruler's pame, solect CHANGE NAME to open the Change D-Buston to move the highlight brackets) and pressure littles C. Button & until the character you want to change is underlined. then highlight the new character

If you decide to chance your

prote Button C. When you re done highlight END, prote liumon II or the Sort Button and the confertation window appears. Confirm your choice or cancel it by moving the select arrow and pressing Sulton C

The Main Characters



The son and heir to the throne of King Wyozack VIII. Armer ban lost more



Robin is known throughout the land as the linest warrior in Cheshire She has referent her life to defend Charle for and now her plodes is soons to being her face-to-face with the man who would destroy Cheshire, the



sendand, and he intends to show Warme that only one person rules the night-Amon the king of varn-



The enchantress Krystal had issen him. New, Krystel has decided to reduces beneff by the only means

The except leading on to the first hattle are shown part. If you want to sken the story and get right to the battle, press Botton C. Once the story fittables. you will see your Leader and has or her unit on the battleffeld. And so it beans.

The Battle Is Joined

Down rises over Quentus Castle, You stand on the unalignanth and nurve the law of the land. Your tenous are already and

in the field, and There is only a certain amount of time before Visionian will do ing his companyed as Arbertan form the Legal of Producers and afford to be too basty. Valonage's niemental des manufacture your traces unless you have the skill it inless to submanage them. Before you give the reders to a back, take a look of your

-m2-m

The Battlefield Screen



Until Mearbert Your carify members appress on screen in category year inpopered said blue II as said service or among up liber, diseases that character hann't completed their turn yet! If he abe or it is sattleancy, II meases that character's yours is finished. If it descrees has changed dappe, or is lighter in codor than usual, a spell has been cart on that character (see the suddened that fine inform usual).

Hirs (Himagon) assisted Use this to view troop state, choose where to move characters to, and select which enemies to attack.

Castle: Place your Roler here to summon creatures or enlist new members.

Village: Position a humanoid character here and select IINTER to explore the Village (see page 23 for more on Villages).

Upper Window

Various battle and view commands are displayed in this window. Pers. Satton: A to see your view options and press Bellon C, to see ballet options. If the Fee marker sun't possitioned on a character, pressing Birton C, returns the His marker to your Ruler. When you position the Het marker on me service of views it's the centery's hum to move, this window displays various memory salisation.



Fire Carlies/Decayled Castine: This shows you how many castin you we frend in it, as set in how many are list to reake from Victores's carry.

Fire Cliss-Organic Actions and with casten Courses become: With each castle and vittage you been a food victores' face known, you castly recenses. A list memorary increasive see keep lighting! This slipply you memor daily joint you many carried and carried and course for course of carried Funda Depthy in the amount of savings you. May

Note: Exemply statistics are road part take those exemplers of your own upt.

Lower Window

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The following information is displayed if the Hex master set's positioned on an enemy character:

Roler's Current Magic Points Roler's Maximum Magic Points Month and Day

When the Hox marker is positioned on any friendly or enemy unit member, indomination about that member is displayed.

Number in Drift and Allement

Character Name or Creature Type His Points (Corrent/Maximum) Level/Experience Points Current Status

To take a look at any purplier of wood team, place the Hex marker on a character, poess Button A to access uptions, select STR (Strength) and press Button C That character's statistics sheet suspers on the screen Scrotl. through your unit a members by arrespos the Diffution up or down. Press Button C to see the maric spells that character can cast and neess Button # to exit the across.



Number on Delit Mesonand and battle actions are made in the coder such. character annexes on the Troop Chart. See page 16 for more on how to Alignment: Alignment datermines (among other things) the types of wearrong thei character can use. See the enclosed grap for more informa-

Construe/Hammadd Tone Score humanoid term can up against others

can't Check here to find out what tree of humanoid the character is. Name: The name you've gives the exember (if any).

change members' positions in the unit.

Occupation (humanoid only). As a character using experience, his or her Class level changes, which determines deviently, mobility, and other

Current States: The character's health.....!! a character is under some kind of smell, check here to take appropriate countermeasures. See the enclosed may for information about spells.

Class and Level. Most characters change Class more 5 or 10 levels. Check thus to find upt if a character is about to charact Class. -m10-m

Zeperleuce/Next: The number of experience points the character has, and hose many the character needs to vertex on to the ever! factor Min Priests (current/maximum). This shows the character's peak his point

level, and how much darrage the character has taken in the current battle. Attack Strength: The character's maximum attack potential

Defense Strength: Displays that character's shillty to defend against

Special Attack (Moneter crity): If the moneter has a special method of attack if no localities, drawoos, for example can attack with claws or with

Special Astack Strength (Monster only): This shows the maximum damage pormital the Special Attack has.

Mabilities Shows the regularism regisher of hexas that character can move when moving an investor they're easted for (See page 18 for more information.)

Move Trees Which type of terrain the character is lost scated for Ties Mobility on page 15 for more information.)

Terralize Where the character is currently positioned Salary (humanoid cour): As the character gains Class level solary increases. Keek 1965 to your treasury 1966;

their wages! Inventory (hymarold print out at character crying, An E stands for equipped Henry

Perso the D-Button up or closen to members of your team. When you've ulles 5 to prium to



Adding Characters

You can choose to mobilize your unit right away and begin you The troops you start out with are able lighters, but sealost the Electronal Detronal at some time, and the partier

not the experience they need. You'll also need to leave behind a defector force afterwards to build back enemy troops who will try to recapture the

You use a certain number of mastic points for each use, human character you create and you expend a certain amount of gold for each buryanoid character you hire Keep two things in mand about humanoid charactery only they can serve as defense personnel (no mounters allowed!), and they proving anlary, the amount paid being determined by his or her Class.

lander must be emittioned at a castle to surmoon, hive or devices tourn members). Fourtion the Hex market on one of the six spaces adjacent to the leader and presadutton C is the first hattle a choice of HIRE or SUMMON will be also layed. HIRE allows you to allow the services of one of hour humanical thicacter types. Humanical Dwarf or Hobbst, and SUMMON lets well "Call forth" one of finanches of types of moneter

Hyora'te hinny, you can character's high ment. A character's all corners determines (assume other things) the hone of severows they can carry, and what kinding exponents will be only for theny to defeat. If you're paranoning the medium a dispussor in predestationed

Next, choose a meme for Hunchancour (surring any) we as explained on page 7) or settle for the delight setting, which names the character by their character type. Firelly-stre Now a poers. If you're unished selfs the character of the company of the part over, select NO

You can summon and Juddice up took characters for turn, one for each emphy space adjacent to your leader

Command Options

Preseing Bettern A at any time during your turn onton with the D-Button and pages Button C to select It, or leave the options display by pressing

Use this command to bring the Hex marker back to your leader

PRTY (Facty)

Select this to look at your party's corression—you can also change any member's pame (except your feader's) or their movement order with this option. To change a member's more, highlight the page on the narty list with the D-Button and press the Start Button. The Change Name screen announcement. Name changing is done as on pure 9

To char se your members' movement order, highlight a character's name with the D-Button, pevas Button C, move the highlighter to the member they well traile places with and press button Carpin.

STRE (Streouth)

Place the Hex marker around any of your unit's members and select the to one that character's statishes chart (see page 13 for same information)

FILE

This potion allows you to save warren and load games you've saved. After you select FILE, a warning screen appears. Read this confully before prine Button C to open the back wa memory

CHANGE: If you are untoe an extremal RAM cartridge, you can access it by husbleshiles CHANGE with the

-r-13-v-

SAVE: When you want to save a game in progress, select SAVE and two highlighters will assures on the severn Mountle first highlighter to either NEW WOLTE his you want to save the name in a new space) or OVERWRITE (if you want to say the same in place of an old game) and press Button C. If you select NEW WRITE, the garns will automatically be placed in a new file. If you select OVERWRITE, print which old file to orase. Move the second highlighter to the old file by presume the D-Bollon. then press fluston C. When the confirmation window unpears, husblook your choice and press Button C.

Note: If there is insufficient measures in make a new file you must OVERWRITE to save your game.

LOAD: Allows you to play urgame you have saved. Use the D-flutton to select LOAD and overs Button C. Use the Different to highlight the game you want to play, and press Button C. When the confirmation window appears, hughlight your choice and press Button C. OELETE. If you need to open up memory to save games, highlight DE-LETE and seess flatton C. Then move the blabblabors to the same you want

to delete and oness Bulton Custon. When the confirmation wondow BENAME: Charge the ID number of any saved games in the backup RAM. First, highlight the game you wish to change, press Button C. then press the Diffusion up or down to change the first number. Move to the next number by remount the D-fluttun circle.

EXIT: When you've figured saving, deleting or renamine games, select

MENU: Select this to croum to the Sees CD main menu

SETS (Settings)

in one and the feature in fine

Bettle Displays Select REAL to wratch each nattle as it takes place, or OFF to go attaight. Music Solvet this to tree the BCM on or off. Sexual Effect: Turn ON to been the same in scand effects, and OFF to hattle in silence Her Mar Turn ON to display the houseonal map lines and DEF to see the ware without the housewal and

Alseen. Set the assember of times for the electro to secund (the uterm assents when your or your enemy's rurn is completed) Message Spand: Set the spend at which messages are displayed. The slowest

highlighting a character's page with the Diffution, creating flutton C, and preserve Button C sessin when the configuration window surposes.

END: When you're finished making the moves for your will select this to THE E Chalated: This deletes reambons from your well. Deletion is done by

highlighting it and pressing button C. Il you select TERRAIN MORSUITY III ATTACK maps, visu on map, press Bulton B.

Its this option you are given four choices. Select one by move between them by proxitiz Button A. To exit any WORLD MAP: Tuke at look at the but picture with thus. The names of castles,

towns and vallages are displayed when Casilon you've freed from the enemy the enemy uppear in the color of the erocer in white. YERRAIN The left side of the diagram displays the four basic may ment bypes

in the name, and beneath those names are sets of nymbols which show hore

(GROUND, DESERT, AIR and

WAYES), the top of the diagram duplays the types of terrain to be found

At the bottom of the screen, a picture of each type of terrain is displayed. with the name of that type of terrain indicated below if

-m15-m

MOBILETY: This chart shows have each type of tensin will affect surveyment for any type of character. The left side of the diagram displays all journalitie surveyment types the top of the diagram, displays the types of termin to the forsul dis the scares, and

Detrains to the round in the grain, as the grain, as the grain, as is a distributed from the grain, as is a distributed from the grain as a relation to the grain and the grain as the grai





SAVE. This is the quick save function. If you have memory remaking, this option is displayed. Otherwise, you must select PILE.

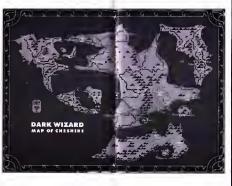
RET (Refrest): If you feel the situation is hopeless and you need to bail not before your leader is defeated, solvet RET. The acrees will display a message from the victomous recent, and the name of the castle which has

smooding rivers are visconous enousy, and the starm of the cestils which has been empiriced will be pilled on a last. A strategic retrain in the fixer of an enemy who is too strong far you may scrawing be necessary, had never bethe demost army cut you off from Questin Castle, as that is your homebane.

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Battlefield Commands

Now, you're in the thick of it. The menny are a few frozen away from your positions, and your forces are litted up, ready to take thest on. You chuck to see wheth of your warmers are less enclosed to deal with the last in frost

MOVE Start by encyting there late

of you and serol them forward

position. To move, place the Hexmarker around the character you want to move and press Button C. II the character can move, the MOVE option will be fugillighted. Pisses Sutton C. again and a to good wild appear on the screen. Morre the Hex marker to

new position. The character can move unto any humin which aren't greyed out. In addition, if you try to move a character into a grey lost, an alarm will sound.

BATTLE

If you're done enough to a tack, select SATTLE for metabers of your purity who have more than must you of stack, the Alexel, Select wouldow will appear. Highlight the type of stack, you'll use by pressing the D-burium or down, press Botison C is select the type of stack and press again to attack. If you change your mind after selecting the type of a tack, press Station it is or through the Parker Select parties in the Parker Select Station it is or through the Parker Select parties and the Parker Select Station it is or through the Parker Select parties in the Parker Select parties and parker parties pa

If the warmer you we sent forward uses some kind of projectile weapons fore the nucleosed poster for a fast of types of weapons available then you can position little or her a few hours away and battle from after. When there are mislayle targets, place the Hen marker on whichever opponent you tested. Pries faithed to lot the your waapon. If they use blades or other hand-held weapons, or if they are not humaned like kind that literally flight tooth and noth, they must be months and address to the energy in confer to situals. Select \$ATTLE to make the stock. If there are a number of enemon in striking distance. move the Hax marker in the target and orms Button C.

MAGIC

Maren, Wizarda, Priests and other trellessters can remain a distance from the energy and still attack unite mosts spells for details on maps spells, see the enclosed posteri. Like scarriors who use projectile services, you smelleastern will not be able to immob a long range a track until they'en

been stationary for one turn—is taken trove to numerous up a fire storm or a blass of wind! They will note be able to move and use magic in the serve burn if they end their mavement phase posetu red a set in an enemy. To use a socii, husblisht MAGC (Magic) and occus Button C. The Megic apello

press Section C. Next, position the Next marker on an enemy and press fiscion C again to cost the spell. If the spell can be first enemy, then move the Hea comer to the exceed reverse and arms Pation C scale. Continue until you've selected all the energies you can-the spell is cast as soon as the correct

In some cases, the spell's effect will spread over a number of hours at one

time if your spellcaster is notice to use this kind of spell, rettended to prove your other troops away from the area first-spells allied friend and free allike

If a character if soming into On the Pulme, select Blast, shy character wild stop and bed down wherever they are and steep the me distance of the turn. Depending on the number of his Premagnethance of his Williams. with, that character will regain been largest to be all of his of twee Points In one turn. The character can't have not rest include and and it's Points in one turn. The character cut of the action and the turn it is move the character cut of the action and the turn it is move the character cut of the action and the turn it is moved in the character cut of the action and the turn it is moved in the character cut of the action and the character cut of the character cut of the action and the action and the character cut of the action and let them reet. The emmry troops have a menty be

winten to use, select ITEM from the the item options list. ECATP allows you to put on or take oil items lincluding an stem by horblishing it and newscap exciptivel, a measure will tell you so.

To USE an stem, select the stem the same year an you use the EQUIP option There are three tirous of items: Those that are used but special area, those that are used on adjacent characters, and from that are used lone distance. In the first one, highlighting the item and pressing Betton C allows you to use the item. In the second case, highlighting the item and pressing Batton the character won'll use the liers on and seem Buleou C. In the third case. highlachting the Item and prossing funton C will cause the Her warker to appear on acreer. Place the Hex marker on the character was want to use

the stren on and press Bullion C TRANSFER allows yourse and in stem to any adjacent character. Highligh TRANSFER and press factors of then highly git the strength press factors of ogain When the list of the second process the state of the list of pays highly to one of the name and press factors of the list of t Il you have no still eleft to

of six items including across an of doma Highlight N the confirmation windows in the confirmation windows in

SEARCH

Highlight SUARCH and pre-faulton and the character will take a look at the has they're standing on the hard the been disting the demon army for many years, so it's not unulstal to find weapons that draw acathered

ground. You will also find that using the STARCH groups while holding special forms our neveral special places, creatures and stems. For attention to hints and clues from people you meet, refer to the enclosed map whenever sewcific locations are mentioned, and take notes to minutes the need to send search parties back to the area later. - m10 in

CANCEL brings you back to the Banderield or

CANCEL

If you reconsider a movement you've made, select CANCEL to return to

your original position.
SET

Once a character has finalized his or her turn select SET to move on to the

Populated Areas

Depending on the area you're bettling m, you can find a number populated areas M year dear taken is both such area and talk its everyone you can you won't be able to obtain instemation which is essential to you and your you. When you can you can you have been also not consider the you which can gain you estin gold or special invess you can't obtain cohervine. Possion a branched character on any populated uses and select TATER.

Getting Around

Cocc you more a Village, you'll nee
a let a! the plans you can visit.
Move the advection array with
the p. D-Morten and gross flustrate to le
either a broading (such as a shop are
the Mayer's Pocacel or the term
agazer Once moide a building, you
will be given a comberd of sholes.

Move the solection arraw with the D-letters and press first for CS of the solection arraw with the D-letters and press first for CS of the solection of the sol

ecary. Into one a common might in any City, I ewin or Village and your to sure to find a Taveru, a Church and Mayor's middence almost everyor you go.

You can BUY and SELL lions in Apothecurier, Alchemist's shops and Wisipper shops. When buyangin selling liens, more the selection arrow in your choice and perso Button. The price of that liens will appear at the bottom of the list. In the Towner, choose from any number of new reasons in DENKE. If you

you if you want to have your FORTUNE You'll have to pay for the divination, and if you're recodering whether or not if a worth it—odds are you can't affect not be now shall the Fectorection has a say in the Church, you can FRAY, and wherever you go, you can TALK to the people likeling there.

In some cases a cereon with eak you to do a favor for them, or liaben to a

story they have. You have to make a decision regarding the owned or trait. Make your decision by moving the select arrow to YES or NO and premang batton C. It's likely that the owned will turn out to heneful you but the entired—in can be time communing and dangerous as well!

Healily, when you're in a populated acea but haven't enered a building, press like State Butter to see a list of the aces you're carrying. More the contributions to be a time only lessed from the description of that

hen. Button C equips you with or removes the liem (a 4 appears to the telt of the liem when it is equipped), and button 6 closes the liem lot. When you're ready to feeve, pross littless 8 and aelect EXT and press Botton C. Select YES from the conferences window and its back to the

hattie!

A Castle Liberated! Over you defeat the course troops in an area, you and your group match

you've feeding any blees in change feeding with the property blees in change feeding and the property blees in common to the com

army. Noor is that time to change formation buy and self-neess, send out search parbes, and make any other necessary changes you need to make before moving on to the nest battle. To select implicat, among the highlight arrow to a option and press Batton C. The neet page.

in the curtle.

at 20 An

EQUIP AN ITEM

Select this uption and a serven appears shawing simple directions on how to buy, sell and equip lieus. To nave on the abstracter serven, possilaming. C. The left side of the character list dispulys the Expanceiers naures with the coder in the cent at each of the right, the lieus each character is



Exchanging: Place the highlighter on an item with the D-Batton, and peers Sulten C to select it. Move the highlighter in the space too want to place the liters and genes Button.

Spripping: Place the highlighter on an item with the D-Button and press Furney & to come the character with the stem.

Note: Many literts are equippable intly by certain character types. Make more your character can use the slow before you hay it. See the enclosed poster for a lost of items and the characters which may now there.

Biny Med Sections 1 Highlight BUT and proof. Formor Cos see all or the Hear for some did the Highlight the atom you wish to purchase and proof Button C. Proof. Before C. grant to coolines your purchase Finally, press Button T. Be exit the Hern His T. your Sustain T. To airlight the Hern to 4 in characters, highlight the town and press Button C. then years Sustain T.

A to take the item in the character last Highlight the space you want to place the item and posses flatton C again to place the liten there Notes them awap positions when you place one liten in a position that another litem is occupying.

Selling: Highlight the Item you want to sell and pross the Start Button to open the Boy/Sell window. Move the highlighter to any empty space below SELL and press Button C to place the Item on the sell list. Highlight SELL peris Button C and move the highlighter to the Item you want to sell //revo Button C to confirm the salo: When you're ready to exist the acreen, grown Button B. Be careful not to low a smooth or unequipped items lying around, as you can't go on the next buttle face to mension that it's a results of proclease gold in lower equipment

VIEW TROOP CHAPT

Check any of Highly to look no or a A. The

Check out the statuties sheet for any of all of your unit's members. Highlight the character you want to look at by pressing the D-Builton ny or down, and pressing Button A. The character's name and other relations are displayed.

Add tierally, the order of the unit can be changed in this acroon. Changing this order bene changes be order of lighting to bastle situations. Solicit the charactes in conce by highlighing that character with the D-Batton and pressing Batton C. Thus select the character you want to exchange possions with by highlighting light may Deen Batton C. egain and the tasts.

MAP VIEW

Take a food at the series you willbermade class a link atoms for permitty per the lay of the tend by selving 4th permitty of the food that the class of the class

SEARCH PARTY

When you need to go hard every groups, are a wor to faint in took for former preches drawn or reches drawn, or for whitehops, and are possible properties are search partly to travel to the area. Nationally, the set, at partly not prove late the area Nationally, the set, at partly not prove late the area of lang distributions and cheek the area they choice he get to thoughly not retracted to they distribute and people out, they seen it be proving your for the subsequent trainty.

First choose the location the search party wall travel to. Move the cursor to an area on the coso by pressing the D-Botton and pressing Button C. Next, select a character for the search party by highlighting hum or her with the DiStatton and resource Statton C (select other members the name way). A maximum of five characters can be assigned at a time, but if for active reason you need to send out more, select others wornbers and the place they suce you're sendion the night meonic to the right place. Once the character has arrived at the location, highlight the character's name from the search party list and gress liniton C. Next move the Hex marker to the location you want to send the character to and press Batton C again to set them in tohere was we clared worst character?

character's articles before selecting another character. Select SET from the constraint actions and cores flutton C. When the confirm window appears make your choice, some Buttern C, and the search party window will proposar Highlight the name of the rept character you il use and press

Don't waste an opportunity to take a good look accurd once you've sent a character to an agen—even if you can't spail or the character nat to look for most them amounts neves or hard to reach spots. You may still come print...

Once you've finished your search, artists of I and green Button C. When the conflicts press Burron C. and the search barry window and a window appears asking you if you we warrechouse and man Burbon Ch. Note: You can't work town Poles or charles have party as batch about to durk blue fincluding Monsteat organiche

SAVE CAME You save games the same way as explicated in the

section. See page 16.

ADVANCE



be travelling to by moveme the cursor with the D-Button. You can only advance to areas which are highlighted in sold. Arrest subjects are transposable as soul as highlighted in brosen. Once you make your choice press Button C. If you want to keep your cattler from being captured by the enemy, you

Yers may have won the battle, but the

need to lorve a defense horse behilfed to yound neglect further attacks. After you select the arm you want to advance to a window appears with the names of the pasties you need to send a defense force to. Next, pick the characters you will use as your delance team. Don't assume that just conveniently do ... if arear defense towers from tetrone encusely they will be



the list and come Button C. When the configuration window appears, ariest YES (unless for some reason yest car.) send troops out) and press Hwiten C D-Hatton and pressing Battom C. then selection the rept possiber. A maximum of thre characters can be assigned at a

time but these mesonable well-erous or inflore or abladrolled recenters



From the second builde, you must being you man their be intribulied to by very, placing places as you would a character you've blood or created to see your, placing places are you would be character you. Accept the page 15 for character placement. To bring a character sust, ackep FLACE and pick the raises of the character you want to being you. When the construention wouldness appears, check the character and confirm in translets the oldarit that needs around need by YSS or NO acid to execute places.

When The Time Comes

As you know, Walcome is alrowly working on counteracting the upolis which the great without Gillamy placed on the feword Ollucious. Formnardy, Gilland in the greatest accentral to Roshifer, and his spells are extraordinately complex. New his most skilled popul, the dark winzed Volcrose, will need months of incustations and spell reversals to break the mastic senior in the Event.

(intercurately, not even Gilliam can led how long it will take to break those stells. If you rush too basisly to destroy Valenase's Elemental demons you may be able to make it to the island where the Dack Wisard awars, but you need in build mp your usits strength before you have any

More importunity, you must roset the various spirits of Cheshire to loans their shellties before you can acquire the spells you need to take ou. Yelonse: As such day goes by, your snit's mentions become attorget and your income increasor—but do you have enough slape left to refely

Violence and defend him better the runs of the Mission Herbor.

Chesther is a registed world blade priority from purplement from which can turn be are a surror of allow the profession to hope you Mais village just any profession as more and allow the profession to hope you Mais village just any profession control and them which are broad to come in healthy, we have

See Battlefield Commands on how while black type 223 Maley and draw Shird on the upst page capte found by Vije.

There are wany more from not learned to the visit of while is level to be be the same of the capte of the same of the sam

NAME EFFECT

Berliem \$35-01/161 Points

Belliem \$35-01/161 Points

Salve Resisters 50-101/161 Points

Salve Resisters 50-101/161 Points

Silver Leaf Competity resisters one choose proofs

Flower Poiliem Attack Pricate v \$5 delictive \$5-01/161 Points

Flower Poiliem Attack Pricate v \$5 delictive \$5-01/161 Points

Flower Poiliem Attack Pricate v \$5 delictive \$5-01/161 Points

Flower Poiliem Attack Pricate v \$5 delictive \$5-01/161 Points

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Flower Poiliem Attack Pricate v \$5 delictive \$5-01/161 Points

Flower Poiliem Attack Pricate v \$5-01/161 Points

Flower Poiliem At

Fower Peters Attack Prizate = 15 (effective 3-5 turns)

Super Poseer Peters Attack Prizate = 35 (effective 3-5 turns)

Stone Potton Deferme Potton = 10 (effective 3-5 turns)

Steel-Skin Potton Deferme Potton = 35 turns)

Speed Pelilen Attack Speed + 2 (Infective + 5 turnel Haste Pellen Attack Speed + 2 (Infective + 5 turnel Edy Duat Before against speels + 70% (Infective + 5 turnel 3-5 turnel Lawful dicharatine celly) Defense again public 40% (Infective - 5 turnel Masie Stone 4 All medicarul Scrotte and Infective 4 All medicarul Scrotte and Infective 4 All medicarul Scrotte and Infective 4 All medicarul Scrotte and Infection 4 All medicarul Scrotte

30% (effective 3.5 harms)

Evil Claw (Chaote application only) brevious spell range 30% indicative 3.5 hores)

Holy Water (Gardell and Merital characters only)

Defining against spells +60% defective 3.5 hores

Goddeni Tears

Gawfid characters only? Defence against spella + 80% officeror 3-5 turns)

Mirror of Darkoness
Classic spell-caners only? Increases apple freeth 30% defective 3-5 turns)

Eye of Darkoness

(Choptic spell-caners only) Increases

ScryScial victio to loring cloud character back to life

Medium Head

Turns executes to steen

Committee Thankton that have been tree.

Jr27.Jr

Hely Drink

Suggestions And Strategies

You need to leave fighter behind so find off attacks the immany will
make an inertiary you've gestion. Extraorder that not only done it cost
valuable time to go back and reside and catalon you've lost, but you also
the notine income the cauther and surrounding villages are sending
you as support. And your throps are not geting to be happy if they have
no work without waters.

When you re brazing out, your issue after the first buttle, take a moment
so look at the enemy's positions and consider your over until a movement
and righting shittens. For example, since Septem is not invared har so, had
per items, you'll want to lowing them out first to they can get a sheed shart,
and save the last amoning creations like bytop pergy find filter for last.
Use the servain may to find out which land types each of your chatesteen

 It a character is about to charge Class level (when they much level 5, they are about to charge their Class level! put them in front of the battle and give them the charge to gath extra experience points as fast as

bestle and give then the change to gate extra experience points as fair you can. A higher Class warrior is actually of the man use to you . Since you will probably be adding our cases, yearses we stall then.

There is no transce why to the control of the contr

 When you want becarry in both limit one office what notifier of introlaring distances set up a more empired yoft make in a loss of hour maximum travelling dismont from most dishebilitation are a loss of and traveleting belief to searche to moving our dishebility on one above and traveleting belief to searche to moving our dishebility and another than the most one unit with vive recognitive, known by Arreford was at it in be.